Shopping by Race

Often as a player, nothing strikes more joy into your heart than the chance to spend some of your hard-earned gold. As a DM, it's a different story. Shopping can suck away session time, as well as being notoriously hard to plan for. If you've ever had a quick comment turn into a full-fledged trip to Ye Olde Mall, these are the tables for you. Each one is broken down by race and subrace and can be used to stock an entire store or simply add flavor. Perhaps a merchant who encounters multiple cultures, for example, would have both elven and halfling items - even a few gnomish items tucked away in the back. Alternatively, a dwarf might sell a wide variety of gem-studded goblets, made in different sizes and with different stones. Or maybe the items on these tables are simply found in a dungeon, amongst other wondrous treasures. Happy adventuring!

Elves

High Elves

d10		Cost
1	Almond sweetbreads	1 sp/box
2	A miniature clock	500 gp
3	Earrings shaped like flowers	1 gp
4	A box with an enamel lid	50 gp
5	A book with a wooden cover	10 gp
6	A copper cloakpin shaped like a leaf	2 gp
7	A lute with an inlaid fingerboard	100 gp
8	A marble vase	12 gp
9	A tiny flower made from blown glass	10 gp
10	A hand-dyed green cloak	2 gp

Wood Elves

d10		Cost
1	Berries*	2sp/lb
2	An elegantly carved walking staff	1 gp
3	Colorful braided cord	5sp/ft
4	Fresh flower crowns	5cp each
5	A carved bone comb	2 gp
6	Pan pipes	22 gp
7	A mess kit carved entirely from wood	1gp
8	A leather coin purse with a braided strap	3 gp
9	Finely embroidered leather gloves	15 gp
10	Cooking spices	2 sp

**Optional: if players eat only berries for a meal, they must make a DC12 constitution save or become nauseous and gain no benefit from that meal or their next rest.*

Drow

d10		Cost
1	A silver clasp for a cloak	1 gp
2	A drinking horn made from some kind of exoskeleton	2 gp
3	Empty glass vials	1 sp/ea
4	Lumps of black sealing wax	5 sp
5	A live snail	3 cp
6	An unusually shaped hourglass	25 gp
7	An abacus made of knucklebones	5 gp
8	A fine lace handkerchief	1 gp
9	Spider-silk rope with five hit points	15 gp
10	Silver earrings and ear-cuffs	2 gp

Sea Elf

d10		Cost
1	Carved coral beads	5 sp
2	A pouch of sea salt	1 sp
3	A pearl-encrusted drinking goblet	50 gp
4	An old anchor with carvings still visible	10 gp
5	A metal chest covered in barnacles	1 gp
6	A belt with hooks on it	10 gp
7	A compass that works in three directions	100 gp
8	A gyroscope	12 gp
9	A live pet fish	5 cp
10	A waterproof backpack	6 gp

A note about the items

Some of these items correspond to items in the Player's Handbook, but have a different cost. Nearly everywhere, the cost is balanced out by a non-magical special property such as better-quality materials or a special origin. How that quality affects play is up to you, but here are some ideas:

- Members of that race are more friendly towards the character
- Enemies of that race are more hostile towards the character
- The character is able to carry out tasks traditional to that race more easily when the tasks involve the object

This can also hold true for the unique items on this table! Anything that helps the characters feel part of a living, breathing world is fair game.

Eladrin

d10		Cost
1	A glass spinning top	1 sp
2	Marbles	1 sp
3	Sugar candy	1 cp/ea
4	An enchanted music box	50 gp
5	A butterfly wing	2 cp
6	A wide collection of crystals	1 sp/ea
7	A brass pendulum	1 gp
8	Candles	5 cp
9	Face paint	1 gp
10	Lenses of tinted glass	2 gp

Shadar-kai

d10		Cost
1	A pair of bone dice	5 sp
2	An opal necklace	100 gp
3	A fan made from feathers	1 gp
4	An empty journal bound in leather	1 gp
5	A bolt of incredibly thin grey cloth	200 gp
6	A fine silver filigree bowl	100 gp
7	A small charm made of bone and leather	6 gp
8	A tiny lock and key	12 gp
9	A perfume that gives off a musky scent	8 gp
10	Black dye	10 gp

Elven Shopkeepers

Who sells these items? Make up your own, or use one of these.

Adrienn, male N drow, decided slaving was too much work and he was getting all the bad jobs anyway so he came to the surface to sell normal goods.

Mik'ah, male NG wood elf, wanted to travel - he carries his goods in a hand-drawn two-wheeled cart with a canopy that folds out.

Lin, female LG high elf, is an absent-minded but shrewd business owner. Her real name is too long for mortals to pronounce.

Shirelli, female CN eladrin, is subject to the changeability of all her kin. She's likely to close up shop in a huff in summer or give steep discounts in winter.

"Ivy", female LN shadar-kai, is reluctant to give out her real name or why she's on this plane. Those who know her well whisper of a deal gone bad.

Evard, male CG sea elf, is unusually fond of humans and their efforts to go under the waves. He gives a discount to sailors, especially good-looking ones.

Halflings

Lightfoot

d10		Cost
1	A silver teaspoon	5 sp
2	A deck of playing cards with three jokers	5 sp
3	A wool hat adorned with a massive feather	1gp
4	A trombone sized for a Small creature	4 gp
5	A viol sized for a Large creature	10 gp
6	Popcorn	1 cp/bag
7	A beautiful seasonal wreath	5 cp
8	Bunting, currently tangled	6 sp
9	A pocket knife	5 sp
10	Something belonging to the characters	1 gp

Stout

d10		Cost
1	A cast iron cooking cauldron	10 gp
2	Potatoes	5cp/lb
3	A pouch of fine pipeweed	1 gp
4	A trowel	1 gp
5	A dented gold locket	10 gp
6	A small barrel of very dark stout	20 gp
7	A collection of fresh country herbs	2 cp
8	A bag of apple seeds	1 sp
9	A knitted scarf	8 sp
10	A set of kitchen knives	2 gp

Ghostwise

d10		Cost
1	A box containing the bones of a dead bird	4 sp
2	A thick fur mantle	6 gp
3	A falconer's kit	1 gp
4	A jar containing a pickled imp	1 gp
5	A mortar and pestle	6 gp
6	A jar of gooseberry preserves	1 sp
7	A cluster of aromatic sage	1 sp
8	Bundles of sinew for crafting	5 cp/ea
9	A piece of amber with a bug trapped inside	10 gp
10	Juniper berries	5 cp

Dwarves

Hill

d10		Cost
1	An archer's armguard	5 sp
2	A rough set of dominoes	1 gp
3	Rock salt	5 cp
4	Some kind of teeth cleaning kit	8 sp
5	Beard wax	2 sp
6	Warm padded vest	2 gp
7	A goblet encrusted with rough-cut gems	100 gp
8	A small carved stone statue of a dwarf king	25 gp
9	A mirror with inlaid gems on the frame	50 gp
10	A pair of suspenders	2 sp

Mountain

d10		Cost
1	Several coins commemorating some event	4 sp/ea
2	A canary in a delicately crafted cage	12 gp
3	A tankard embellished with a coat of arms	1 gp
4	A metal waterskin	7 sp
5	Beard ornaments	1 gp
6	Warm woolen socks with geometric patterns	6 sp
7	A pair of scissors	1 sp
8	A blank journal with a gold inlay cover	4 gp
9	A portable writing desk	10 gp
10	A spectacular ear trumpet made of horn	2 gp

Grey

d10		Cost
1	A heavy shovel	2 gp
2	A jerkin with removable sleeves	2 sp
3	Boots with leather uppers to protect trousers	8 sp
4	An extra-long crowbar	3 gp
5	A collapsible hoe	6 gp
6	A fine whetstone in a carrying case	5 cp
7	A fur hat with ear flaps	2 sp
8	Bundles of rosemary	1 cp
9	A large clamp	1 gp
10	A gold sculpture of a house with chicken legs	22 gp

Gnomes

Rock

d10		Cost
1	A slinky	2 sp
2	A gyroscope that hums quietly when spun	6 gp
3	A wind-up miniature minotaur	10 gp
4	A box with a crank that heats its contents	250 gp
5	A pair of magnifying glasses	6 gp
6	A box that, when opened, closes itself again	2 gp
7	An intact rocking chair	10 gp
8	A mechanical music box that belches smoke	25 gp
9	A bottle containing a glowing, bubbling liquid	10 gp
10	A bofa-making tool	2 gp

Forest

d10		Cost
1	A variety of colorful speckled mushrooms	4 sp
2	A pet rabbit wearing a bow	6 gp
3	A cleverly carved wooden comb	1 gp
4	A kite shaped like an illithid	5 sp
5	A ceramic baking dish decorated with flowers	1 gp
6	Cookies	2 cp
7	A tailored velvet coat for a Small creature	10 gp
8	A collection of tiny nature paintings	12 gp
9	A beautiful mask made of felted wool	15 gp
10	Aromatic moss	2 cp

Deep

d10		Cost
1	A pouch of fishing flies	4 sp
2	A dowsing rod	6 cp
3	A block of pure marble for sculpting	1 gp
4	A bottle of some potent ruby-red alcohol	10 gp
5	A leather belt set with rough-cut emeralds	100 gp
6	A catch-and-release trap 2ft by 1ft	2 gp
7	Quartz with a flaw in the shape of a star	80 gp
8	A lucky rabbit's foot	1 sp
9	A monacle	10 gp
10	Fool's gold	2 sp

Halfling, Gnome, and Dwarf Shopkeepers

More, hooray! Grey dwarves, ghostwise halflings, and deep gnomes, as well as those under the "other races" section, are uncommon shopkeepers and are therefore not included here.

Akken, CN male lightfoot halfling, would sell his own mother under the confidence that she'd come walking back before nightfall - and he'd be right.

Shireen, NG female ghostwise halfling, never speaks above a whisper but has a dry, sarcastic sense of humor and loves a good pun.

Bronwen Stormshield, LN female mountain dwarf, is stubborn to a fault and never gives discounts or discusses her personal life, but wears a wedding ring on a chain around her neck.

Throsten Ironhammer, CG male hill dwarf, is gregarious and good-tempered but has never been seen sober. Rumor has it that he lost a child tragically and never recovered.

Norbyn, CG forest gnome, wears so many scarfs and shawls that their gender is impossible to ascertain - if asked about it, they simply pretend they did not hear, which is what they do with most unpleasant questions.

Leedlah, LE female rock gnome, is working as a merchant to save up money for her next project, but she's reticent to say what exactly that project might be.

Other Races

Dragonborn

d10		Cost
1	A set of bone toothpicks	4 cp
2	A board game with rose quartz pieces	15 gp
3	A small scale for weighing gems	10 gp
4	A set of matching leather bracelets	8 sp
5	An oversized cloak with a detachable hood	3 sp
6	A necklace with a gilded claw pendant	2 gp
7	A wide, flat drum	8 gp
8	A file	1 sp
9	A simple serving dish carved from pink salt	10 gp
10	An embroidered wall hanging	200 gp

Orcs and Half-orcs

d10		Cost
1	A barrel of some acrid-smelling liquor	4 gp
2	Armor oil	6 cp
3	A full set of alligator teeth	1 sp
4	A bear pelt	1 gp
5	Elk jerky	2 cp/lb
6	A necklace made from painted nutshells	2 sp
7	An oversized frying pan	8 sp
8	A set of horseshoes	1 sp
9	Very stale cookies	4 cp
10	Something pillaged from another list	??

Tieflings

d10		Cost
1	A powerfully flowery perfume	6 gp
2	A wheel for cracking substitution codes	10 gp
3	Brilliantly dyed cloth	9 gp
4	An unsettling fabric doll	5 cp
5	A cloak clasp shaped like skeletal hands	8 sp
6	An eyepatch	2 cp
7	A drawing compass	5 gp
8	A clear glass orb with white smoke inside	1 sp
9	Strange-smelling chalk	2 cp
10	A history book bound in papery leather	2 gp

But you didn't include this race I care about!

With a few exceptions, races from Volo's Guide to Monsters, Elemental Evil, and Mordenkainen's Tomb of Foes will be included in a later expansion. Humans would need to be broken down by culture, which is something challenging to generalize across the D&D multiverse. For example, I play fast and loose with the canon developed for Chult in the Tomb of Annihilation module (more information on that may be coming soon), and what I envision would be in a Chultan bazaar may be radically different than what another DM would imagine - which is part of what makes D&D wonderful!

I want to see more!

Visit us on Instagram @dungeonsanddjinn for behind the scenes content and the chance to give feedback on new products, and search "dungeonsanddjinn" on www.dmsguild.com to see all our current products.